

MARINE CORPS WARFIGHTING LABORATORY

Wargaming Division, as a component of Marine Corps Warfighting Lab (MCWL), is the Marine Corps focal point for wargaming matters. As an institutionalized service wargaming capability established by then Commandant of the Marine Corps General Alfred M. Gray, it serves as a mechanism to address a broad and varied range of critical issues of interest to Marine Corps leadership. Wargaming's efforts and programs support the Commanding General, Marine Corps Combat Development Command (MCCDC), Headquarters Marine Corps, the Operating Forces where appropriate, and comprises a key element of MCWL/JCDE Operations Center (JOC) Service and Joint experimentation efforts.

Background: An operational definition of Wargaming is "the artificial replication of a situation of competition or conflict not involving actual military force that is characterized by human decision-making which impacts the course of events throughout. It revolves around the interaction of two or more opposing forces guided by predetermined objectives, rules, data, and procedures designed to depict an actual or assumed real world situation." Wargaming is particularly suitable for generating, refining, and assessing concepts, plans, issues, and technologies; assessing alternatives (COAs, etc.); identifying capabilities and deficiencies; replicating conditions difficult to reproduce in peacetime; and reducing surprises. Gaming methodologies have proven particularly useful in addressing the "combat" of fire and rescue operations, and WMD incident response.

Key Programs: The Marine Corps Wargaming Program, executed by the Wargaming Division of MCWL, is a comprehensive and innovative effort focused on advanced policy, concept, and operational exploration at several levels: Title X Wargaming, Joint and external gaming efforts, and a broad and diverse array of service programs.

A. Title X Wargaming consists of two broad components. The first is the management, oversight, and assessment of Marine Corps participation in other Service-sponsored Title X War Games. The second is the execution and assessment of the Marine Corps' Title X Wargaming Program, Expeditionary Warrior. Title X War Games generally address future visions and capabilities in the context of core Title X responsibilities of organizing, training, and equipping forces to execute each Service's statutory roles and functions. Title X War Games, sponsored at high levels within each service, are Joint in the sense of inviting other

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service participation, and are expected to have major implications for the future direction and capabilities of the sponsoring service.

B. Joint/External War Games are a broader and less well-defined aspect of the USMC Wargaming effort. Due to their extensive and ill-defined nature, the Wargaming Division must exercise a selective monitoring and participation responsibility. Among the many examples of these games are OSD/Net Assessment's Revolution in Military Affairs and Transformation War Game Series, and gaming programs of other Services not encompassed by Title X, as well as those of various Combatant Commands; e.g., the SOCOM War Game Series. By way of illustration, the former is sponsored by OSD/Net Assessment, OSD/PA&E, and the DOD Transformation Office, and is focused on testing and understanding the future course of force transformation.

C. Marine Corps Wargaming Programs embrace an extensive category of activities that are planned and executed by the Wargaming Division. As such, they are Marine Corps efforts even though many include Joint, inter-agency, and even non-governmental participation.

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